Note: the images are for inspiration and generalized ideas and will not directly be copied

Do not tamper with images (hard to find and AI generated)

Enemies:

Lights:

Idea for lore: normally the soldiers of the union are fighting against each other(no unity AT ALL, no two people work together) but for unknown reasons they have united together, and without destroying their unity, they will only return stronger.

Basic soldier - enemy wielding melee weapon

Variations:

Swords: long range but single target
Axes: multiple targets but short range
Flails: 25% multiple targets 75% single targets,long range,moves enemies to the side
Katane: very fast attack speed, normal range but less damage
Naginata: long range, normal damage but slow speed

Armor variations:
Leather: Whole body, small increase to defence, noiseless noiseless enemies won't hear you
Studded Leather: Whole body,low but better than leather, noiseless enemies won't hear you
Breastplate:Chest mostly,medium increase to chest low increase to rest of body,might come with helmet or leather leggings.,small noise 10% enemies will hear you

Scalemail: whole body,medium but better than Breastplate, covers body with iron in scale shape, small noise but louder than Breastplate 15% enemies will hear you
Ultra Rare version made out of real dragon scales, very big increase ,same noise level, made during ancient times by the Matriarch, almost impossible to make now since the Matriarch collapsed and lost a lot of magical scrolls necessary to make such armor. Can also be made of Wyrm scales which will help you dig faster.(if you make armor out of dragon or Wyrm scales you take less damage from that type of dragon and Wyrm.)
Mail: whole body except for helmet,big,armor made from rings, medium noise 50% enemies will hear you
 Plate:whole body, made out of large overlapping steel plates, big increase, loud noise 80% enemies will hear you

Can loot armor from dead enemies if the armor does not take too much damage and break. Ranged from most common to least common.(except for dragon scale armor it is incredibly rare and hard to find)

Archer - ranged attack enemy wields no armor

Variations:

Crossbow drop rate 40%
Longbow drop rate 35%
Handheld cannon drop rate 30%
Ballista drop rate 20%
Flaming arrows drop rate 10% and a 10% chance to terminate and give the current amount of arrows the other 90% of the time +1 arrows to the current amount do this 60 times
Musket
Flintlock

Imps - small armored demons shoot fire out of hands

zombies

come and bit you, 1% chance of poisoning

heavies:

Nightmare soldier: armored soldier that tries to kill you and has heavy armor.

Nightmare viper: a viper that bites you as well as spitting poison.

Unholy knights - armored soldiers that jump and attack as well as well as having a very repeated jab attack.

Unholy shaman - have a “soul burst” attack that shoots out a big energy ball

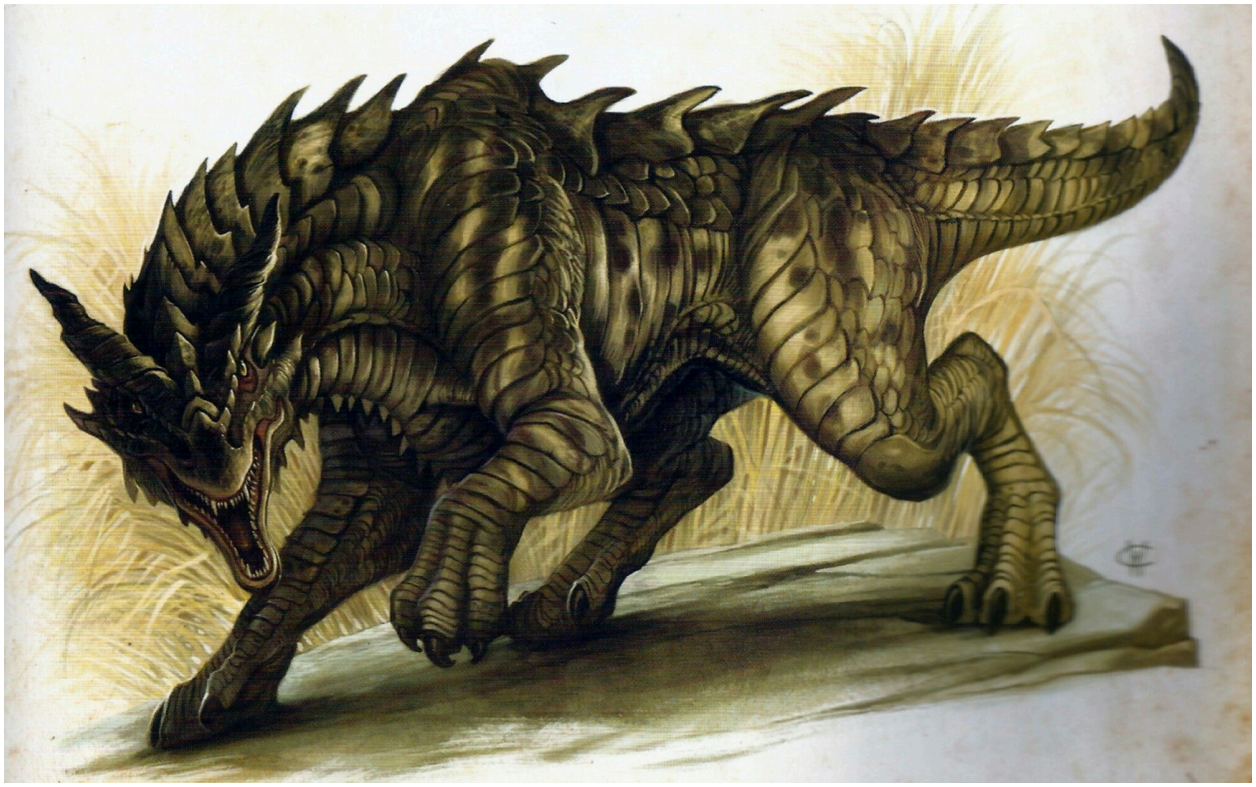
Nature demons

Demons that bash you with horns and latch on to you and bit you. Will also punch you

Spin knights - knights with spin attacks that just go around the screen

Death paladin - a flying death themed enemy with a sickle attack and a weak beam attack

Dragonic slave



bashes , jumps and breathes fire

Lore:once wild creatures bred by the ancient dragonic peoples for their hostility and their loyalty. Some escaped when the dragonic empire fell and there is a 15% chance that you encounter a wild one and can tame it.They are big and rideable if you are 6ft and shorter.

lich - (green) fire attacks one that is a flame burst another is a flame “machine gun” and another one that is a fire radius attack where fire is summoned

RomanDubina

Demon angel

Really powerful melee attacks

Mourning knight

An ally of good since the dawn of war, The mourning knight was part of a great army of the past, who vowed to never rest, but all warriors from that army perished in battle. He was the only one to stay alive and fight. He is the most skilled warrior and is the only one who can wield 2 double ended vorpals and at once

Lore: A representative of the ancient undead races. Displeased with modern undead sentries, this ancient mage decided to take matters into its own hands.

wraiths

Lore: kings of the undead these creatures will steal soul to make their army live again

Attacks: will “soul steal” (unable to use artifacts) will paralyze you and will shoot flame beam

Armored carnage -

Attacks by jumping with claws and bashing heavy armor

Lore: A beastly creature from the dark depths of the ancient kingdom of Unqakoria (the ancient eldritch kingdom) this creature is thought to have plagued the ancestors. Once the eldritch queen raided the tomb city of quaknight rediscovering it’s creatures and beasts.

Glaive spider -

Attacks by placing claws in the ground and placing stingers in the ground

Lore: A creature hailing from unknown lands, the nightmare king discovered this creature in the depths of his cave. It has been plaguing the empire military (what is left of it anyways.) in recent times.

Nightmare soldier - lots of arms to deal massive damage also dashes a lot

https://pin.it/6jleVsCQA

Eldritch centaur

Dashes, stomps and uses swords to attack down and then up also throws swords (will probably turn all the green to red or purple or make them variants)

Lore: An esteemed soldier of the eldritch queen. These evils train in the facilities of the eldritch queen.

Golems

Bashes hands in the ground and punches you
Lore: a ghastly animation of the eldritch queen, this golem was made with a combination of ancient wisdom and modern technology.
Golem types: only a few golems have a typing as you need to imbue special energy into them so most do not
Sky Golem,can hover a few feet off the ground and can has an easier time dodging attacks **Special Attack,Wind gust** an attack that plows the player back
Storm Golem,A golem that was created during a storm,its bashes have a chance to shock other in a radius **Special Attack,lighting throw the golem hurls a lighting bolt at the player**
Frost Golem,A golem that lives in a snowy land. **Special Attack,snowstorm** the golem creates a small snowstorm that decreases visibility and deals a little cold damage.
Forest Golem, a golem that lives in a forest,**Special attack,vine growth** the golem makes the grass grow that reduces mobility.
Water Golem,A golem that lives near sources of water they can swim very well **Special Attack Wave slam** the golem summons a wave of water the deal moderate damage and pushes the player back

Fire Golem, a golem that lives in volcanic areas with intense heat, **Special Attack, Fire Wave the golem blasts the player with a wave of fire.**

Sky nights

Will attempt to duel you

Lore: corrupt guardians of the golden temple, they now serve the golden priest in combat.

Valkyrie

Attacks, sky sweeps and dance duels(timed rhythm and pattern based attacks.)

Lore: slightly more esteemed warriors of the sky kingdom, now corrupted by a lust for power.

Eldritch warrior

CONOR
BURKE

Attack that sweeps huge area, shoots horns from helmet, spin attacks and shurikens
Lore: The powerful knight in the eldritch kingdom, not very esteemed but quite powerful

Nightmare dragon

Fly down and attack also shoots heads, claws and uses tales as whips

Umbral knight

Uses tentacles and can turn invisible
A slave of the umbral queen, willing to do all her bidding

Umbral horror

A mystical creature from the depths of the void of unknown origin

Demon knight

Protector of pure evil

Mini-Bosses:

Ancient blood knight

A significantly heavier version of the soul crusher with the same attack, but with a weapon and range attacks as well

Dragons

Breath fire and use their tail as a weapon

Wrym

comes out of the ground, encircles the player and bites

The glare

A creature that petrifies you for 20 seconds and shoots lasers out of it’s eyes

Shadow Golems

Quiet large creatures that are very hard to spot. Makes weapons and creatures deteriorate by touching them with their sword. Can get their sword if you kill them and are wearing steel gloves.

Gourdian

VARIATION

Attacks: basically just a way stronger sky knight

Dragonic gargoyle

Lore: one of the last remnants of the stone people, they have teamed up with eldritch and nightmare forces. To get revenge on The Matriarch they hate you with a passion.

Flies, hits you, and squirts water at you

leviathan

Grabs you with tentacles, and attempts to eat you

Sky serpent

Breathes lasers and releases bombs

Bosses:

Stone Golem

Lore: The guardian of the Underground city, but has gone mad from the Unholy Union trying to tame it.
Attacks, steps on you, breathes you backward, throws you up in the air. Will probably be first boss as it has simplest attacks

Demon king

Breathes fire, causes intense shaking of world has fire breath cloud throws you up and stomps at you

Lore: Made by ancient demon forces,

Eldritch queen

Lore: an evil monarch sent here on earth by corrupt gods, her aim is to corrupt and homogenize all living things. In the realms above earth and below heaven countless races and kingdoms have fallen under her rule.

-Nightmare king

Flies shoots lasers in a beacon pattern
Bunch of spinning projectiles
Shoots a flame beam
Summons minions

Golden priest

Death

The creator of the liches and wraiths and king of the long lost kingdom of death he decided to be a junior partner in the unholy union

Umbral queen

A queen who is ruler of the shadows
NOTE: this is a placeholder image bc I am not able to access my account cus I am on a bus

Attacks: similar to eldritch queen but weaker and more teleportation based

Hydra:

Uses heads to bite you, breathes lasers, shoots teeth

The horror

Final boss. Not known by many but seems to be a corrupt demon’s soul. It

Weapons/armor

starter/common

weapons
Blade
Long blade

Reavers
Soul Spear
Gauntlets
Double edged sword
mace
Seeking daggers
Crushing Hammer
flail
Armor
Iron plate
Dream robes
Soulstone
Lava flow
Huntsman armor
scythe
Bow
Crossbow
essence(fire,water,ice,nature,soul,earth,time,night) ranged

Unique
Blood blade
Gauntlets of hellfire
The drainer(spear)
Longblade of time
The tri-blade
Death scythe
The unhealer(cutlass)
De-holyfield axe
Riot flail
The freezer(flail)
Gold mace
Ancient mace
nightblood
Essence(dream/nightmare,death,hell,enchant,gold,ancient,fear,eldritch,)

Ancients
The master dragon and demon katana
The cursed pluton bow
Exodius
The demonic twilight blood moon daggers
The heart piercer
Bloody mace

OP/quest
Corrupted reavers
The daggers of blind rage
Transcendence robes
The soul slicer
Bludgeoning pounder (hammer)
Unholy sheathing
Painful Holy essence

Missions:

Golden sky temple

Mission lore objective: this is the gateway to heaven that the enemy is trying to conquer as all the last seraphim and djinn have decided to regroup military forces, however the Unholy union is trying to conquer this vital place

Bosses: golden priest

Land of the fallen

Mission lore objective: try to save what is left of your city and find survivors both civilian and military. Surviving soldiers might try to help you. THIS IS A TUTORIAL LEVEL
Bosses: none

Nightmare citadel

Lore objective: kill the nightmare king and sabotage the nightmare forces

Underground city

Lore objective: reclaim this city of important strategic value
Bosses: Stone Golem

Eldritch kingdom

Lore objective: destroy the eldritch queen

Crystal maze

Spawns enemies, constant knockback, and significantly damages you if you get too close
Extremely difficult
Objective: destroy the crystal

Umbra forge

Lore objective: destroy the forge created by the grim reaper

Forbidden archives

Lore objective: protect this library of forbidden knowledge and prevent the enemy from getting their filthy hands on it.

Death arena

Classes:

Note: classes should not really matter and should just aim to make the game more interesting

Mage

Advantages:
spell power amplified by 15%
Speed increased by 10%
10% mana discount on spells
15% Faster XP and levels system gaining
30% increased quintessence gaining

Disadvantages:
armor power downgraded by 10%
All non-spell damage decreased by 10%

Warrior

Advantages: 15% increased damage
15% Increased attack speed
Can glory kill by while enemy has 10% more health than default GK health
10% Armor upgrade

Disadvantages:
15% higher expense on spells
Spell damage decreased by 10%

Basic
Advantages: none
Disadvantages: eventually you have to pick a class

Warrior subclasses

Nimble warrior: focus on speed of assault
Titan warrior: focuses on power of assault
Stealth warrior: focuses on stealth

Titan warrior masterclasses
Sentinel: focuses on defense
Knight: focuses on combat move specialities
Berserker: amplifies damage and attack speed

Wizard class subgroups:

Unnatural - unnatural and often described as “unholy”
Natural - power of nature
Bard - music for combat
Astral - control of the astral plane,where the dead go
Defense - focused on self protection
Angelic - power of angels
Demonic - power of blood

Natural Base classes
Druid - can summon animals like nothing, as well as transfigure
Skymancer - power of the sky
Geomage - power of the ground

Unnatural base classes
Necromancy - power of raising the dead
Spiritual - control the spirits
Blood/retribution magic - power of blood and pain
Mystic - runic control and undescribable forces

Musical
PERCUSSION
STRINGS
Vocal

Angelic
Exorcist - demon repairer
Healer - can heal and revive fallen friends
Defender Will use the power of heaven for defense

Mastery classes

Necromancy
Soul summoning - Summon companion undead wizards or undead warriors
Death caller - call the forces of death upon enemies and manipulate death for personal usage.

Spiritual
Soul ripper - can hypnotize certain enemies permanently
Astral Projector - create duplicates of the shaman

Demonic magician

Punisher - shockwave that one shots all enemies below miniboss, and takes 10% miniboss health
Demonic aura - continuously takes health from enemies and gives it to you as well as apply automatic leeching to weapons

Mystic
Runic mage - Summon sky beacons that attack enemies
Evoker - huge blast of magic that is a 5 shot burst - extremely powerful
Ethereal - can destroy(autokill) enemies with the mind and intangible spirits.

MYSTIC CLASSES

Weapons

Melee(common)

sword

Enchantments:

Damage: increases damage;
Flame: makes hit enemies burn
Poison: creates poison cloud
Marauder: creates extremely OP damage combo
Speed: increases attack speed

Mods:
Swirling: makes sword have a swirling attack
Lengthening: increases range

Claymore

halberd

Katana

Battle ax

Hammer

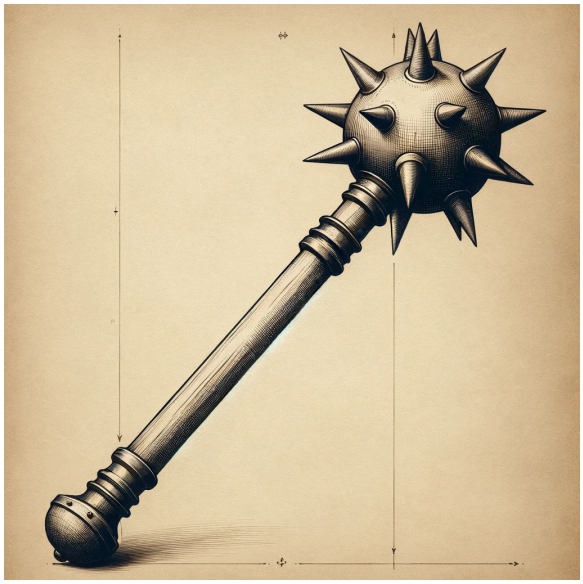
Glaive

War scythe

Flail Single head

Flail Multi head

Note most have 2 or 3 heads, 4 is a lot and 5 is almost unheard of.
Mace



Machete

Rapier

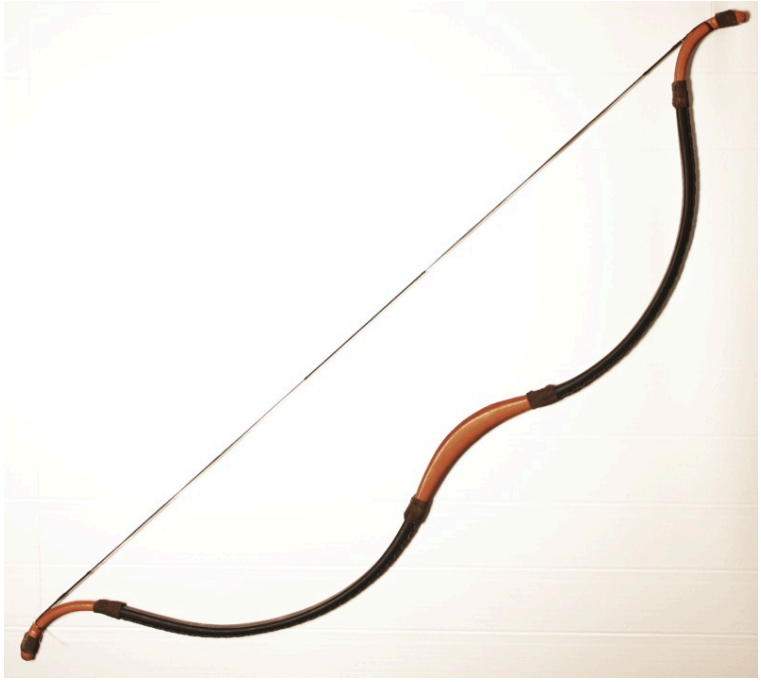
Khopesh

Tridents

Khyber sword

Ranged(common)

Bow



Chakrams

Crossbows

Cannon

Tomahawks

Shurikens

Unique weapons variations

Armor

Knight’s armor

Stats

+ 5% protection
+ 50 health
Special abilities: None

Golden knights armor

+ 7% protection
+ 70 health
Special abilities: None

Rarity

Common: light green

COMMON ARTIFACTS

Dimensional grenade: artifact that creates smoke,portals that kill enemies, and confuses and knocks out certain enemies

Stats:
Cooldown: 20 seconds;
Rarity: common;
Quintessence required: no;
Lore: common weapon used by warriors

Boots of speed: Give sudden speed boost

Cooldown: 2 seconds
Quintessence required: no
Rarity: common

Rare: light blue

slime gun: auto fires goo that spreads poison

Cooldown: 40 seconds;
Rarity: rare;
Quintessence required: no;
Lore: bacteria at the back of the acid acid chamber continuously generate poisonous substance

Gaea’s orb
Function: emits sentient vines that strangle unholy enemies

Cooldown: 15 seconds
Quintessence required: yes
Rarity: rare
10 quintessence
Only natural classes can wield them, all others have a hard time and unnatural just get killed by them(unless told not to by whoever uses it.)
Heart of steel:
Doubles armor for 40 seconds

quintessence required: no
cooldown: 20 sec
rarity: rare

Epic: purple

Crown of pain:
Halves enemy armor and doubles damage in a certain radius for 60 seconds

Cooldown: 20 seconds
Quintessence required: yes
Rarity: epic
20 quintessence

Legendary: gold

The eye of shadows: petrifies all enemies for 20 seconds

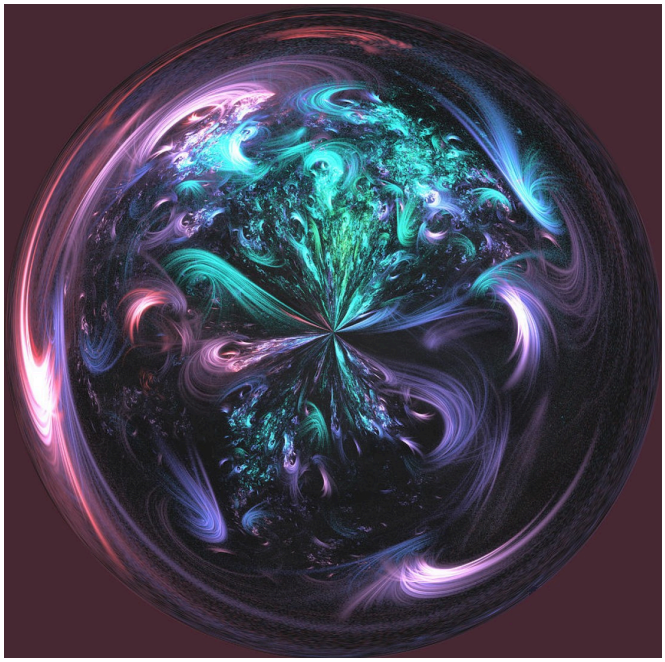
Cooldown: 40 seconds
Quintessence required: no
Rarity: legendary

Skull of eternal death: summons souls of the cursed to fight with you.

Cooldown: 30 seconds
Quintessence required: yes
Rarity: legendary
15 quintessence

Mythical: white

Soul tormentor



Function: huge blast of energy that damages enemies as well as reduce enemy damage by 50%

Quintessence required: yes
10 quintessence

Fabled: orange

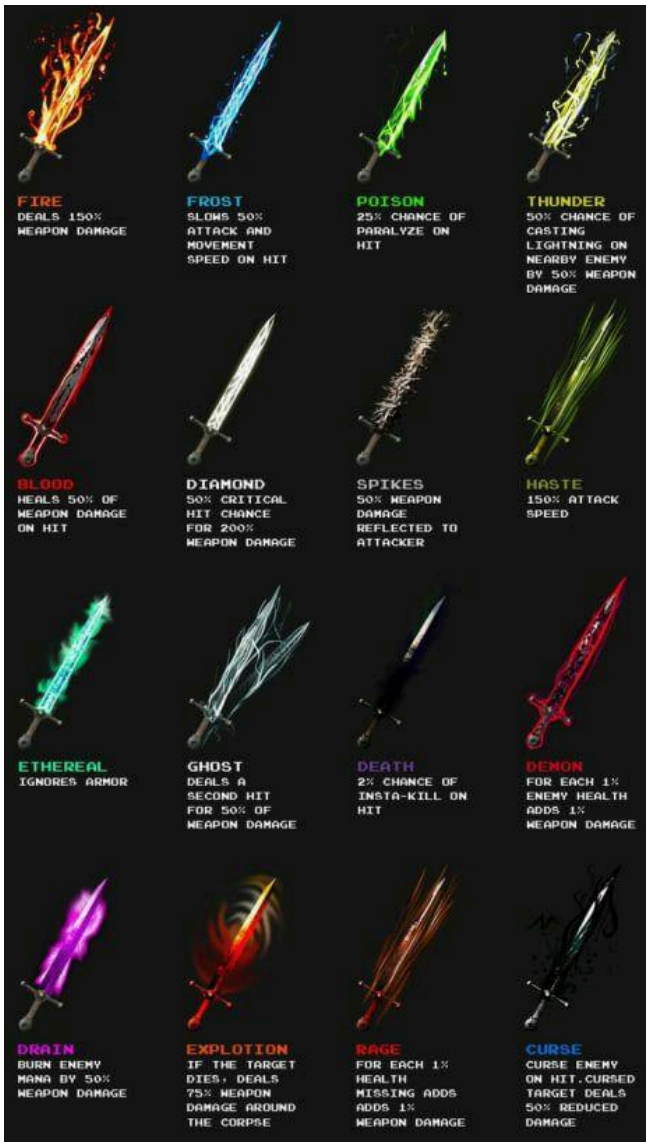
Chimerical: red

Emerald tablet of thoth: takes 40% of health of enemies for 60 seconds

Cooldown: 5 minutes;
Rarity: chimerical;
Quintessence required: yes;
60 quintessence;
Lore: a tablet used by ancient deities (thoth) for unholy rituals.

Curios:

Weapon mod and enchantment system


FIRE
DEALS 150% WEAPON DAMAGE
FROST
SLOWS 50% ATTACK AND MOVEMENT SPEED ON HIT
POISON
25% CHANCE OF PARALYZE ON HIT
THUNDER
50% CHANCE OF CASTING LIGHTNING ON NEARBY ENEMY BY 50% WEAPON DAMAGE
BLOOD
HEALS 50% OF WEAPON DAMAGE ON HIT
DIAMOND
50% CRITICAL HIT CHANCE FOR 200% WEAPON DAMAGE
SPIKES
50% WEAPON DAMAGE REFLECTED TO ATTACKER
HASTE
150% ATTACK SPEED
ETHEREAL
IGNORES ARMOR
GHOST
DEALS A SECOND HIT FOR 50% OF WEAPON DAMAGE
DEATH
2% CHANCE OF INSTA-KILL ON HIT
DEMON
FOR EACH 1% ENEMY HEALTH ADDS 1% WEAPON DAMAGE
DRAIN
BURN ENEMY MANA BY 50% WEAPON DAMAGE
EXPLOTION
IF THE TARGET DIES, DEALS 75% WEAPON DAMAGE AROUND THE CORPSE
RAGE
FOR EACH 1% HEALTH MISSING ADDS ADDS 1% WEAPON DAMAGE
CURSE
CURSE ENEMY ON HIT. CURSED TARGET DEALS 50% REDUCED DAMAGE

Crystals that can be added to swords

weakness - makes enemies do x% less damage
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%

Tier 5: 50%

Rage - for 15% health missing adds x% weapon damage
Tier 1: 5%
Tier 2: 10%
Tier 3: 15%
Tier 4: 20%
Tier 5: 25%

Exploitation - deals x% more damage around a deceased corpse
Tier 1: 20%
Tier 2: 30%
Tier 3: 40%
Tier 4: 50%
Tier 5: 60%

Drain - lowers enemies max health by x%
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Death - 5% autokill chance

Sacred parrying - deflects x% damage to enemy
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Blood - heals x% of damage per hit
Tier 1: 20%
Tier 2: 30%
Tier 3: 40%
Tier 4: 50%
Tier 5: 60%

Haste - increases attack speed by x%

Tier 1: 200%
Tier 2: 300%

Tier 3: 400%
Tier 4: 500%
Tier 5: 600%

Radiance - blinds enemies

Anguish - for every 10 armor points adds x% damage to total weapon(assume armor has not been compromised by artifacts)
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Delirium - makes all enemies fight each other(except you!!)

Weapon enchantments

Lengthening: lengthens reach of weapon
Tier 1: 1 tile
Tier 2: 2 tiles
Tier 3: 3 tiles
Tier 4: 4 tiles
Tier 5: 5 tiles

Damage: increases damage
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Combo: gives and increases weapon combo power
Tier 1: x3
Tier 2: x4
Tier 3: x5
Tier 4: x6
Tier 5: x7

Fire: set enemies on fire
Tier 1: 10 seconds
Tier 2: 15 seconds

Tier 3: 20 seconds
Tier 4: 25 seconds
Tier 5: 30 seconds

Poison: creates poison clouds around enemies
Tier 1: 5 damage/10 seconds
Tier 2: 15 damage/15 seconds
Tier 3: 25 damage/20 seconds
Tier 4: 35 damage/25 seconds
Tier 5: 45 damage/30 seconds

Mystical catcher: catches more mana and quintessence
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Payday: gives more money when defeating enemies
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Knockback: greater enemy recoil
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Slow: slows enemies down
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Bloodtheft: takes a portion of enemies health on event that enemy is damaged
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%

Tier 5: 50%

Speed: swing weapons faster
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Revenge: enemies that have damaged you will be dealt more damage.
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Critical hit: increases chance of critical hit
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Blood essence: at a certain health, you will do more damage to enemies
Tier 1: 5% health/10% damage
Tier 2: 10% health/20% damage
Tier 3: 15% health/30% damage
Tier 4: 20% health/40% damage
Tier 5: 25% health/50% damage

Shockwave: chance of creating shockwave that damages enemies
Tier 1: 10% chance/5 tiles/10 damage
Tier 2: 20% chance/6 tiles/20 damage
Tier 3: 30% chance/7 tiles/30 damage
Tier 4: 40% chance/8 tiles/40 damage
Tier 5: 50% chance/9 tiles/50 damage

Ranged

Damage: increases damage
Tier 1: 10%
Tier 2: 20%

Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Speed: reloads weapons faster
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Bloodtheft: takes a portion of enemies health on event that enemy is damaged
Tier 1: 10%
Tier 2: 20%
Tier 3: 30%
Tier 4: 40%
Tier 5: 50%

Splash damage: damages enemies in a certain area that radiates from impact of the arrow
Tier 1: 4 tiles
Tier 2: 5 tiles
Tier 3: 6 tiles
Tier 4: 7 tiles
Tier 5: 8 tiles

Adjudication

Deals 500% extra damage

Legendary enchantments

Armageddon sentinel
Auto Kills enemies in a certain radius on hit, 20% chance

Cataclysmic defender
Completely nullifies damage above certain threshold (60%+ of health)

Ethereal warrior
Creates glowing orbs that shoot out from player avatar

Uncreation:
10% chance to autokill all enemies in a radius on intervals of 10 seconds(this chance is increased as health goes down)

Monolith:

Accessories

8 rings
8 bracelets
1 mask
1 cape
1 visor
4 necklaces
1 set of gloves
1 belt
1 sash
Infinite brooches/charms
Infinite totems
2 Scarves
1 hat

ACCESORIES LIST

Hell vail: 50% extra damage for 40 seconds

Type: mask
Rarity: fabled

Lion Head Mask:

Boosts armor by 50%

Type: mask
Rarity: mythic

Rings: